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HOUSE BILL 213

45TH LEGISLATURE - STATE OF NEW MEXICO - SECOND SESSION, 2002

INTRODUCED BY

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AN ACT

RELATING TO GAMING; CLARIFYING THE CATEGORIES OF PEOPLE
ALLOWED TO PLAY GAMING MACHINES OPERATED BY NONPROFIT
ORGANIZATIONS; AMENDING THE GAMING CONTROL ACT; DECLARING AN
EMERGENCY.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF NEW MEXICO:

Section 1. Section 60-2E-28 NMSA 1978 (being Laws 1997,
Chapter 190, Section 30) is amended to read:

"60-2E-28. GAMING OPERATOR LICENSEES--SPECIAL CONDITIONS
FOR NONPROFIT ORGANIZATIONS--NUMBER OF GAMING MACHINES--DAYS
AND HOURS OF OPERATIONS.--

A. A nonprofit organization may be issued a gaming
operator's license to operate licensed gaming machines on its
premises to be played only by:

(1) active [and] members;

1 (2) auxiliary members; and
2 (3) up to twenty nonmember guests of an
3 active member who are present on the premises at the same time
4 as the active member.

5 B. No more than fifteen gaming machines may be
6 offered for play on the premises of a nonprofit organization
7 gaming operator licensee.

8 C. No gaming machine on the premises of a
9 nonprofit organization gaming operator licensee may award a
10 prize that exceeds four thousand dollars (\$4,000).

11 D. Gaming machines may be played on the premises
12 of a nonprofit organization gaming operator licensee from
13 12:00 noon until 12:00 midnight every day.

14 E. Alcoholic beverages shall not be sold, served,
15 delivered or consumed in the area where gaming machines are
16 installed and operated on the premises of a nonprofit
17 organization gaming operator licensee.

18 Section 2. EMERGENCY.--It is necessary for the public
19 peace, health and safety that this act take effect
20 immediately.